L Number	Hits	Search Text	DB	Time stamp
1	1272	(object\$1 or character\$1) near10 (jump\$4 or overcom\$4	USPAT;	2003/12/16 11:22
		or climb\$4 or crouch\$4 or walk\$4 or defeat\$4) near10	US-PGPUB;	
		(obstacle\$1 or river\$1 or rock\$1 or block\$1 or wall\$1 or	EPO; JPO	
		canyon\$1 or enemy or enemies)	ĺ	
2	29	(obstacle\$1 or river\$1 or rock\$1 or block\$1 or wall\$1 or	USPAT;	2003/12/16 10:56
		canyon\$1 or enemy or enemies) near10 range\$1 near10	US-PGPUB;	
		view\$4 near10 (object\$1 or character\$1)	EPO; JPO	
3	18	((object\$1 or character\$1) near10 (jump\$4 or overcom\$4	USPAT;	2003/12/16 10:38
		or climb\$4 or crouch\$4 or walk\$4 or defeat\$4) near10	US-PGPUB;	
		(obstacle\$1 or river\$1 or rock\$1 or block\$1 or wall\$1 or	EPO; JPO	
		canyon\$1 or enemy or enemies)) and (range\$1 near10		
	:	view\$4 near10 (object\$1 or character\$1))		
5	352	(obstacle\$1 or river\$1 or rock\$1 or block\$1 or wall\$1 or	USPAT;	2003/12/16 11:08
		canyon\$1 or enemy or enemies) near10 (within near5	US-PGPUB;	
		(range\$1 or distance\$1)) near10 (object\$1 or	EPO; JPO	
		character\$1)	LICD A T	0007/10/1/ 11 07
6	49	determin\$4 near10 ((obstacle\$1 or river\$1 or rock\$1 or	USPAT;	2003/12/16 11:23
		block\$1 or wall\$1 or canyon\$1 or enemy or enemies)	US-PGPUB;	
		near10 (within near5 (range\$1 or distance\$1)) near10	EPO; JPO	
7	40	(object\$1 or character\$1))	USPAT;	2003/12/16 11:23
7	60	((obstacle\$! or river\$! or rock\$1 or block\$1 or wall\$1 or	US-PGPUB;	2003/12/16 11:23
		canyon\$1 or enemy or enemies) near10 (within near5	EPO; JPO	
		(range\$1 or distance\$1)) near10 (object\$1 or character\$1)) and game\$1	EPO; JPO	
8	754		USPAT;	2003/12/16 11:23
8	/ / / /	or met) near10 (obstacle\$1 or river\$1 or rock\$1 or	US-PGPUB;	2003/12/10 11.23
i		block\$1 or wall\$1 or canyon\$1 or enemy or enemies)	EPO; JPO	
9	131	((object\$1 or character\$1) near10 (encounter\$1 or meet\$1	USPAT;	2003/12/16 11:23
	.5.	or met) near10 (obstacle\$1 or river\$1 or rock\$1 or	US-PGPUB;	2003/12/10 11:23
		block\$1 or wall\$1 or canyon\$1 or enemy or enemies)) and	EPO; JPO	
		(within near5 (range\$1 or distance\$1))		
10	24	(((object\$1 or character\$1) near10 (encounter\$1 or	USPAT;	2003/12/16 11:24
		meet\$1 or met) near10 (obstacle\$1 or river\$1 or rock\$1	US-PGPUB;	
		or block\$1 or wall\$1 or canyon\$1 or enemy or enemies))	EPO; JPO	
		and (within near5 (range\$1 or distance\$1))) and game\$1		